CLAIMS

In the Claims:

1. (Original) A web-based computer system for animating text, the computer system comprising:

a web browser, the web browser including

a form for entering a text, the text including a plurality of characters;

one or more icons for representing behaviors for the text;

a web server, the web server coupled to a text animation engine, the text animation engine including an object-oriented data structure for representing the text, such that the object-oriented data structure includes a plurality of objects, wherein each character in the text is represented by an object in the plurality of objects.

2. (Original) The computer system of claim 1, wherein the web browser resides on a cellular phone.

3. (Original) The computer system of claim 1, wherein the web browser resides on an electronic personal digital assistant

4. (Original) The computer system of claim , wherein the web browser resides on a web pad, the web pad further comprising a wireless device capable of accessing web pages.

5. (Original) The computer system of claim 1, wherein an icon from the one or more icons may be dragged onto a token for an object representing a character in the text, such that a behavior represented by the icon is transferred to the object.

6. (Original) The computer system of claim 1, wherein two or more icons may be dragged onto a token for an object representing a character in the text, such that behaviors represented by the two or more icons are transferred to the object.

7. (Original) The computer system of claim 1, wherein an icon for a behavior may be dragged onto two or more tokens, wherein each of the two ro more tokens represents an object from the plurality of objects, such that the behavior is transferred to each of the objects.

8. (Original) A method of animating a text sequence by use of a web browser, the method comprising:
entering a text sequence into a form on the web browser, the text sequence comprising an ordered sequence of characters;
creating a plurality of objects in a server coupled to the Internet, wherein each character in the sequence of characters is represented by an object in the plurality of objects;
displaying one or more icons on the web browser, wherein the one or more icons represent potential behaviors for the plurality of objects.

9. (Original) The method of claim 8, further comprising:
dragging a first icon from the plurality of icons onto a first token for a first object in the plurality of objects, wherein the first object corresponds to a first character in the sequence of characters, such that a first behavior represented by the first icon is transferred to the first object.

10. (Original) The method of claim 9, further comprising:
dragging a second icon from the plurality of icons onto the first token, wherein a second behavior represented by the second icon is transferred to the first object.

11. (Original) The method of claim 10, wherein the first behavior is rotation.

12. (Original) The method of claim 11, wherein the second behavior is motion along a path.

13. (Original) The method of claim 9, wherein the first behavior is automatically applied to a second object, wherein the second object corresponds to a second character in the sequence of characters.

14. (Original) A method of watermaking a sequence for animated text, the method comprising:

inputting a sequence of text characters from a form on a web browser;

creating a plurality of objects to animate the sequence of text characters, wherein the objects are created on a server coupled to the web browser via the Internet;

displaying the animated sequence of text characters on the web browser, such that a character in the sequence is displayed in a manner differing from user specifications;

receiving electronic payment via the web browser;

redisplaying the animated sequence of text characters in response to the payment, such that the animated sequence is displayed on the browser in accordance with user specifications.

15. (Canceled) A method of morphing text characters on a computer display, the method comprising:

selecting a start character, wherein the start character is selected from a plurality of characters in a font family;

selecting an end character from the font family;

accessing a data structure for the font family, the data structure continuing an inter-morphing sequence for each pair of characters in the font family, such that the inter-morphing sequence for the start character and the end character is selected from the data structure.

16. (Canceled) The method of claim 15, further comprising:

morphing the start character into the end character according to the inter-morphing sequence of the start character and the end character.

17. (Currently amended) A method of morphing text characters on a computer display, the method comprising:
selecting a start character, wherein the start character is selected from a plurality of characters in a font family;
selecting an end character from the font family;
accessing a data structure for the font family, the data structure continuing an inter-morphing sequence for each pair of characters in the font family, such that the inter-morphing sequence for the start character and the end character is selected from the data structure, ~~The Method of Claim 15~~, wherein the data structure is used as a default for a second font family.

18. (Canceled) A method of generating a motion-blur effect in an animated text character, wherein the animated character is displayed in a sequence fo frames on a computer screen, the method comprising:
selecting a frame from the sequence frames;
taking plurality of sample images for the frame;
selecting a display feature of the text character for blurring over the plurality of sample images;
averaging the display feature over the plurality of sample images;
displaying the text character in the frame with the averaged feature.

19. (Canceled) The method of claim 18, wherein the display feature is an RGB value of pixels in the plurality of samples.

20. (Canceled) The method of claim 18, wherein the display feature is an HLS value of pixels in the plurality of samples.

21. (Canceled) The method of claim 18, wherein the display feature is an HIV value of pixels in the plurality of samples.

22. (Canceled) The method of claim 18, wherein the display feature is a color model of pixels in the plurality of samples.

23. (Original) A method of generating a motion blur effect in an animated text sequence, the text sequence including a plurality of characters, wherein the animated text sequence is displayed in a sequence of frames on a computer display and the computer display is coupled to an animation server, the method comprising:

creating a first object on the animation server, the first object storing a first character in the plurality of characters;

creating a second object on the animation server, the second object storing a second character in the plurality of characters;

blurring the first character on the display, wherein the first character is blurred by a blurring function contained in the first object.

24. (Original) The method of claim 23, wherein the second character is not blurred.

25. (Original) The method claim 24, wherein the first character is blurred to a degree proportional to its velocity.

26. (Original) The method of claim 25, wherein the first character is blurred in a direction corresponding to its path.